

MODEL ROUTE

School:	School of Engineering Technology and Applied Science	Program Number:	3619						
Program Title:	Game - Programming Co-op	Credential:	<input type="checkbox"/> Certificate	<input type="checkbox"/> Graduate Certificate	<input type="checkbox"/> Degree				
			<input type="checkbox"/> Diploma	<input checked="" type="checkbox"/> Advanced Diploma	<input type="checkbox"/> Centennial College Certificate				
Program Delivery Mode:	<input checked="" type="checkbox"/> Co-Op <input checked="" type="checkbox"/> Online <input type="checkbox"/> Fast Track <input type="checkbox"/> Hybrid <input type="checkbox"/> Non Co-op	Duration :	<input type="checkbox"/> 1 Semesters	<input type="checkbox"/> 4 Semesters					
			<input type="checkbox"/> 2 Semesters	<input checked="" type="checkbox"/> 6 Semesters					
			<input type="checkbox"/> 3 Semesters	<input type="checkbox"/> 8 Semesters					
Campus:	ONLINE	Department Code:	3515						
Intake:	Fall 2021 and Winter 2022								
Course Code	Course Title	Co/Pre Requisite (Course Code)	Lab Hours	Lecture Hours	Field Placement Hours	Course Delivery ODL=Online BLD=Blended HYB = Hybrid	Total Course Hrs (Lab + Lecture + Field)	Weeks (14)	Total Hours
Semester 1	Fall 2021 or Winter 2022								
COMM160/161	College Communications 1			3		ODL	3	14	42
COMP100	Programming 1		2	2		ODL	4	14	56
COMP213	Web Interface Design		4			ODL	4	14	56
COMP391	Introduction to Game and Simulation		2	2		ODL	4	14	56
GNEDE	General Education Elective			3		ODL	3	14	42
MATH175	Functions and Number Systems			3		ODL	3	14	42
								Total	294
Semester 2	Winter 2022 or Summer 2022								
COMM170/171	College Communications 2	P=COMM160 or COMM161		3		ODL	3	14	42
COMP122	Introduction to Database Concepts		2	2		ODL	4	14	56
COMP123	Programming 2	P=COMP100	2	2		ODL	4	14	56
COMP125	Client-Side Web Development	P=COMP100 and COMP213	2	2		ODL	4	14	56
COMP225	Software Requirements Engineering	P=COMP100, and, COMP120 or COMP391	2	2		ODL	4	14	56
COMP253	Assets for Game Developers	P=COMP391	2	2		ODL	4	14	56
COMP301	UNIX/Linux Operating Systems	P=COMP100	2	2		ODL	4	14	56
								Total	378
Break	Summer 2022								
Semester 3	Fall 2022								
COMP228	Java Programming	P=COMP123	2	2		ODL	4	14	56
COMP229	Web Application Development	P=COMP123 and COMP125	2	2		ODL	4	14	56
COMP246	Software Systems Design	P=COMP123 and COMP225	2	2		ODL	4	14	56
COMP305	Game Programming 1	P=COMP123	2	2		ODL	4	14	56
COOP321/421	Employment Preplacement	P=COMM170/171 minimum "C" grade; CGPA 2.5; 80% year 1 courses completed		1		ODL	1	14	14
GNEDE500	Global Citizenship: from Social Analysis to Social Action			3		ODL	3	14	42
MATH185	Discrete Mathematics			3		ODL	3	14	42
								Total	322
Work Term 1	Winter 2023								
COOP222	Co-op Work Placement 1					ODL			
Semester 4	Summer 2023								
COMP217	C++ for Game Development	P=COMP123	2	2		ODL	4	14	56

COMP254	◆	Data Structures and Algorithms	P=COMP228	2	2		ODL	4	14	56
COMP311	◆	Software Testing and Quality Assurance	P=COMP123	2	2		ODL	4	14	56
COMP397	◆	Web Game Programming	P=COMP123	2	1		ODL	3	14	42
ENGL253	◆	Advanced Business Communications	P=COMM170 or COMM171		3		ODL	3	14	42
MATH210	◆	Linear Algebra and Statistics	P=MATH175 and MATH185	2	2		ODL	4	14	56
									Total	308
Work Term 2		Fall 2023								
COOP331	◆	Co-op Work Placement 2					ODL			
Semester 5		Winter 2024								
COMP216	◆	Networking for Software Developers	P=COMP100	2	2		ODL	4	14	56
COMP231	◆	Software Development Project 1	P=COMP228 and COMP229 and COMP246	2	2		ODL	4	14	56
COMP256	◆	Special Topics in Interactive Gaming	P=COMP305	3			ODL	3	14	42
COMP304	◆	Mobile Apps Development	P=COMP228	2	2		ODL	4	14	56
COMP308	◆	Emerging Technologies	P=COMP228 and COMP229	2	2		ODL	4	14	56
COMP392	◆	Advanced Graphics	P=COMP217, and, COMP305	2	2		ODL	4	14	56
COMP395	◆	Simulation Design	P=COMP305 and COMP391	2	2		ODL	4	14	56
									Total	378
Work Term 3		Summer 2024								
COOP332	◆	Co-op Work Placement 3								
Semester 6		Fall 2024								
CNET307	◆	IT Project Management	P=COMM170 or COMM171, and, CNET229 or COMP246	1	2		ODL	3	14	42
COMP313	◆	Software Development Project 2	P=COMP231 and COMP303 and COMP304, or, COMP231 and COMP381, or, COMP231 and COMP305 and COMP391, or, COMP246 and COMP258	2	2		ODL	4	14	56
COMP394	◆	Practical Game Design	P=COMP305 and COMP391	2	2		ODL	4	14	56
COMP396	◆	Game Programming 2	P=COMP305 and COMP391	2	2		ODL	4	14	56
GNED	◆	General Education Elective			3		ODL	3	14	42
									Total	252
Minimum Grade Required: D										
									Total Program Hours:	1932
C = Co-Requisite; P = Pre-Requisite										
Notes:										
◆ This course may be offered in one of the following modalities (Online, Hybrid or Blended)										